

GBS-8200 Video converter

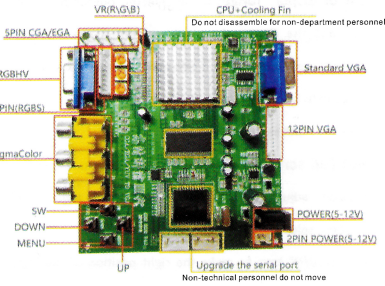
Operating instruction

Product introduction:

The high definition GBS-8200 Video converter is a professional game converter, which support all games such as, Amusement, Play station, Xbox, wii, etc. It can convert CGA/EGA/VGA/YUV Component input Signal to the HD Monitors (CRT Monitor LCD Monitor PDP Monitor) with VGA interface (VGA video signal), and automatically scan CGA / EGA / YUV signal, VGA output signals. It will bring you much fun and convenience.

Quick installation: Please refer to the following diagram for connection.

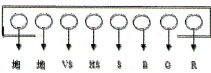
- 1. Wiring instructions: 5V IN (P7, P9) can choose one of the two interfaces, "5V IN" is connected to +5V DC power input, and the ground wire is connected to GND. VGA OUT(P4) Connect to display devices that support VGA signal, such as LCD monitor, rear projection, plasma...
- VGA IN(P10), RGBS(P3, P11) are connected to separate synchronization signal input and three-primary color composite synchronization, choose one of them according to actual use.
- YPbPr (P2) Connect to color difference signal input.



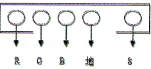
Quick use:

- 1. After confirming that the input and output lines are connected correctly, power on, and switch the input signal source through "SW". There are three input channels RGBS/YPBPR/RGBHV. After switching to the correct channel, you will see game screen.
 - 2. Press the AUTO/DOWN key when using RGBS (CGA, EGA) input mode, the system will automatically scan the signal and adjust the frequency automatically. At this time, the power indicator flashes, and the scanning is completed after the flashing stops.
 - 3. The screen may not be full screen.
- First adjust the position -> "Horizontal Position", just adjust to

3. P11 8PIN socket (signal input):



4. P3 5PIN socket (signal input):



technical parameter:

- One:** Input power: DC 5V /2A.
- Two:** Input signal format support: RGBS, RGBHV, YPbPr.
- Three:** Input RGBS format support: 15KHz, 24KHz, 31KHz line frequency signal automatic scanning.
- Four:** Input RGBHV format support: 31K line frequency signal.
- Five:** Input YPbPr format support: 480i-60, 576i-50, 1080i-50, 1080i-60, 480p-60, 576p-60, 720p-50, 720p-60, 1080p-50, 1080p-60 are automatically recognized.
- Six:** Input three primary colors can be adjusted by 500 ohm potentiometer.
- Seven:** Output VGA standard format signal resolution: 640X480, 800X600, 1024X768, 1360X768.
- Eight:** Support Chinese and English menu display.

the left edge by adding and subtracting "Horizontal Position".

Adjust the position afterward -> "Horizontal Size", just fill the right side by adding and subtracting "Horizontal Size".

Adjust the position again -> "Vertical Position", just adjust to the upper edge by adding or subtracting "Vertical Position".

Adjust the position again -> "Vertical Size", by adding and subtracting "Vertical Size", the bottom is just full.

<Tips>: You can press and hold when adding or subtracting, it will keep changing the position, and then let go when you reach the edge.

Note: Some monitors may not be full screen, because of the monitor settings, if it is LCD, please automatically (AUTO) if it is CRT

Or please adjust the size of the display on the rear-projection display (please refer to the operating manual of the display).

Any display screen has the best resolution. For example, the best resolution of a 17-inch LCD is 1024*768, then please set the output resolution of HD Jieba to the best resolution of the display screen, because the monitor can Dot-to-dot display will be clearer. If it exceeds the display, press "AUTO/DOWN" for 5 seconds and then release it, and the system will restore the

technical characteristics:

- One:** 24-bit professional video processing chip, which can support various video signal processing, and the floating-point operation is strong and generates a large amount of heat.
- Two:** The color reproduction is good, the image has no dry spots and no aliasing.
- Three:** automatic scanning and identification of 15K, 24K, 31K game signals, easy to operate.
- Four:** Automatically identify various color difference game signals, no need to adjust.
- Five:** Support program upgrades, tailor-made for special users.
- Six:** OSD menu operation tips, easy to operate.

FAQs and Tips:

Setting skills: For fighting games, such as The King of Fighters 97, it is recommended to set the resolution to 1360*768, and set the color tone to 3 or 4, which will achieve better results.

For card games, such as Super Fight, it is recommended to use the default 1024*768 resolution for better results!

The screen is black: If there is no signal input, the screen will display "No Signal" and the screen will be black, please confirm that the power supply, the signal source is in good contact and the input channel is selected correctly.

default.

After the screen position is resolved, the display effect may not be the clearest, for example, the screen is too white, the color is too bright, or the color casts. That is because the color intensity of each game output is not uniform, please use a screwdriver to adjust the potentiometer (corresponding to red, green, blue).

By adjusting the potentiometer will make the color to achieve the best effect. <Tips>: You can adjust all the potentiometers to unattenuated first, or adjust all the potentiometers to one direction (for example, the overall deviation is 30 degrees, you can see the direction pointer), after all the three colors are balanced in one direction, such as If there is a deviation, you can fine-tune a certain color, such as: if it is a little red, slowly attenuate the red a little bit, and if it is yellow, slowly attenuate the red and green a little bit. . (Note: It is very important. For related knowledge, please refer to the

Key operation instructions:

- 1. The "MENU" key is the menu/confirmation key;
- 2. "UP" and "DOWN" are up and down selection keys, and also have numerical addition and subtraction functions, AUTO/DOWN automatic and recovery keys;
- 3. The "SW" key is used to switch the input of RGBS,

RGBHV and YPbPr signal sources. After entering the menu, this key is invalid, and it is valid only after exiting.

4. Operation instructions (please refer to the cursor prompt and subtitle prompt operation):

- ①. Press the "MENU" key, it will display:



- ②. Press the "UP" and "DOWN" keys to move the cursor up and down, and press "MENU" to confirm the menu item to be selected.
- ③. Add or subtract values by pressing "UP" and "DOWN". Press "MENU" to confirm and exit the menu.
- ④. Press AUTO/DOWN to automatically scan RGBS, press and hold for more than 5 seconds and then let go to automatically restore the system default value.
- ⑤. Please do not adjust the CLAMP in the position. If the screen has black bars, black borders or the screen slowly changes color, it will be adjusted. This option is reserved and not mandatory.

Image: Enter Image to set contrast, brightness, hue, etc.

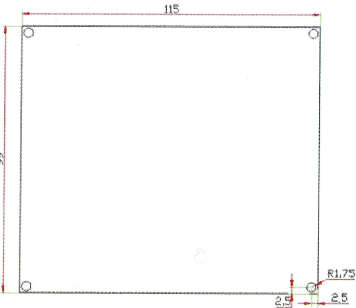
Display: Enter the display item, you can change the output resolution, such as 1024*768 and so on.

Position: Enter the position to change the screen size and position, etc.

Language: Switch the menu language, support Chinese and English.

Product size and interface definition:

- 1. Circuit board size: 115mm x 99mm; PCB thickness 1.6mm; whole board height: 20mm;
- 2. Size and hole map:



<<Dimensions and hole map unit MM>>

Out of display range: If the selected output resolution is too high and the display does not support it, press and hold the "DOWN" key (more than 5 seconds), and all parameters will be restored to the factory default values.

Default output resolution: 800X600.

Not full screen: Select the "Position" menu, select "Horizontal Position", adjust the "UP" and "DOWN" keys to align the left image position; select "Horizontal Size", press "UP" and "DOWN" keys to make the right position of the image neat; select "Vertical Position" and adjust by "UP" and "DOWN" keys to align the upper image position;

Select "Vertical Size", and use the "UP" and "DOWN" keys to make the bottom of the image neatly positioned;

Screen is distorted or shaken or stuck: Please press Auto Scan. ;

There are black bars in the middle of the image or black bars on the edges and the whole screen

After some time after booting up, the screen will slowly change color, such as slowly turning red:

If the image has black vertical bars, adjust the values of "clamp st" and "clamp sp" and keep the default values (the value of clamp sp must be greater than CLAMP